Ghost Lens Analog Bleed Hardware Engine

Product #027 · Standard: 35MM Analog Ultimate

A mechanized optical carousel system delivering real-time saturation bleed, grain texture, and cinematic depth — referencing the visual soul of Hitchcock and Blade Runner.

1 · THE BASIC SYSTEM SKELETON: THREE-LENS STACK FERRIS WHEEL SPINE

Infrastructure

A Vertical Rotary Optical Carousel — known as the Ferris Wheel Spine — housed within a cylindrical industrial alloy casing.

Integrated Mechanics

While the operator interacts with the tactile interface, the actual functionality to manipulate lens variables — including Blur, Focus, and Zoom — is executed through internal bespoke motorized systems.

Universal Zoom Control

Every lens within the three-lens stack (35mm, 50mm, and Fisheye) is mechanized for individual focal range manipulation across the entire array.

The Third Lens — Final Output Stage

The third lens in the stack features the Hyperlapse Zoom, a high-powered modern zoom lens capable of extreme focal range expansion.

Filter & Color Variation Integration

The output lens acts as the physical hub for a 10-colour selection of amber-tinted filters, high-density Noir glass, and an integrated Prism filter.

Textural Layering

This stage allows for the manual injection of organic 35mm grain and 'milky' depth variables directly into the optical path.

Saturation Bleed Control

By passing the signal through this mechanized carousel, the filmmaker achieves real-time Saturation Bleed Control.

Transduction Path

The signal is physically saturated to achieve a classic 35mm grain texture — an archaic cinematic emulation of Hitchcock and Blade Runner standards that facilitates human soul and imagination experimentation.

2 · OPERATIONAL RIGOR: THE TACTILE CONTROLLER PROTOCOL

Manual Governor

System accuracy is directed through the physical resistance of the Tactile Controller, featuring analog round button dials for primary operation and integrated precision fine-tune sliders for granular focus.

High-Resolution Accuracy

The operator uses the dials for standard navigation while utilizing the precision fine-tune sliders to command the internal mechanics with total focus accuracy.

Experimentation & Enhancement Stage

The unit is built for real-time experimentation as well as dedicated film treatment enhancement during the final master edit stage.

Fail-Safe Redundancy

The unit features secondary analog dials on the housing as a manual backup, ensuring it remains operational even without the lead controller.

3 · UNIVERSAL CONNECTIVITY: THE EDISON STAGE

Production Injection

Connect a smartphone or any USB-C camera directly into the 3× USB ports for immediate mechanized manipulation.

Post-Production Signal Processing

A finished mix is exported from a desktop or laptop and physically re-captured through the hardware to infuse the digital file with organic analog textures and optical depth.

Dual-Monitor Output

Two HDMI 2.1 ports allow for real-time monitoring of the processed signal on a secondary external screen or recorder.

VISUAL ASSET #027A · THE SKYSCRAPER URBAN SATURATION

Visual Asset #027A · 35MM Analog Ultimate Standard · New York, 42nd Street — Saturation Bleed Control demonstration

The Perspective	A cinematic shot — camera operator 64 floors up on a balcony.
The Subject	Filming NY 42nd Street ground-level activity, commanding the Tactile Controller dials and precision fine-tune sliders t
The Aesthetic	35MM Analog Ultimate standard — rich depth, milky grain, zero 'shiny' AI artifacts.
Function	Demonstrates physical application of Saturation Bleed Control and the 10-colour selection process in a real-world env